

# KAWAIIITEMS

CUTE & POWERFUL



HOMEBREW



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## IN THIS BOOK

You're going to find a list of peculiar magical items that may seem cute at first, but can pack a lot of power and be quite the danger.

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## BOTTLE OF PILLS

*Wondrous item, rare*

This little Bottle of Pills has 5 charges and recovers 1d4 charges at dawn. You may expend 1 charge to take a pill from the bottle and consume it as a bonus action; keep in mind that pills only last for 1 hour outside the bottle before it starts losing its effects. The kind of pill you take is decided on a d6 roll as seen in the table below:

Die Roll	Pill Taken	Effect
1	White - Hypnotic	You fall asleep for up to 8 hours, unless you take damage or an ally expends an action to wake you up
2	Blue - Blood Pump	You become... aroused? For 3 turns, you have disadvantage on any ability checks, attack rolls and saving throws and can't concentrate on spells
3	Brown - Laxative	This pill makes you poop yourself causing you to have disadvantage on any charisma rolls until you're clean
4	Yellow - Vitamin	You can either heal yourself for 2d6 or add 2d6 Radiant damage to your next weapon attack or damaging spell
5	Green - Stimulant	For the next 3 turns, you will have advantage on any ability checks, attack rolls and saving throws
6	Red - Steroid	The next ability check or weapon attack you make will be considered as a natural 20



## RAINBOW'S END

*Wondrous item, artifact*

Legends are that this item was created harnessing the energy stored at the end of rainbows as a way to counter the attacks of a variety of color of dragons. It is said that it also has the capability to grant a wish to any adventurer who is lucky enough to find it and brave enough to unlock it.

Using this item, you may absorb a single breath attack from each color (black, blue, green, red and white) of adult dragon. Once you have absorbed one of each, the pot unlocks and grants you a wish that follows the same rules applied to the wish spell.





## BOTTLED WATER TENTACLE

*Wondrous item, rare*

By removing the stopper on this bottle, you release a reckless wave that targets a creature you can see and is within 60 feet. The target must succeed on a DC 15 Dexterity saving throw or take 2d6 bludgeoning damage, be knocked prone and have an item it's holding stolen by the tentacle - which will return to the bottle with the stolen item.

Alternatively, you may try to retrieve one of the items stored on it. You must succeed on a DC 15 Dexterity saving throw to avoid being attacked for 2d6 bludgeoning damage and safely retrieve the desired item. If you fail the saving throw, in addition to being hit, you will also be knocked prone and unable to retrieve an item from the bottle.

After the item is activated, it will then need to recharge its magic and will only be available for activation again after at least 24h. A creature that has been attuned to this item for at least 1 week will no longer be attacked by it when trying to retrieve an item from inside.



## SHADOWCAT AMULET

*Wondrous item, legendary (requires attunement)*

This item makes the wearer just as silent and deadly as felines. When you are attuned to this item, you may benefit from the Rogue class feature Sneak Attack as if you were a rogue of the same level as your character is in all its classes combined. Additionally, you are also proficient on stealth and can roll its checks with advantage. If you were already proficient on stealth, double the proficiency bonus.





## ASTRONOMER'S FAN

*Exotic weapon (Fan), Artifact (requires attunement)*

An item crafted by the very renowned astronomer who first studied black holes. This weapon conjures cosmic winds to make ranged attacks - up until 60 feet - that deal 2d6 slashing damage.

Additionally, a character attuned to this may, once a day, summon a black hole on a place that they can see and is within 120 feet. The black hole is a 30 feet wide sphere that deals 3d6 damage to each creature inside its area at the end of their turns and it also creates difficult terrain for the duration of the black hole - which persists on the battlefield for 3 rounds.



## ASTRONOMER'S ATLAS

*Wondrous item, Artifact*

This is a very bright scientist's ultimate life work. The Astronomer's Atlas is a detailed map of the universe imbued with strong magic. When in possession of this item, a creature can find any desired location by studying the map for about a minute.

After choosing a location on the map, you can then spend 10 minutes meditating on the book to open a portal to the chosen place. The book will only allow the opening of another portal after 3 days have passed since the last.

